

Remarks

Applicant has added claims to cover two-handed versions of the game. A two-handed embodiment is described in the specification page 2, paragraph 4 where it states:

“In another embodiment the player would have to pay for each hand played. For example, two coins would yield two games, four coins four games, etc. If hands B and D were played they would follow the same logic as described below with respect to hands A and C.”

One way to visualize the embodiments described, is if the player deposited two coins the diamond shape would collapse into two hands that shared common end cards. The three interior cards would initially be unique to each hand, but the player could exchange the cards between hands. These hands would form a pair of hands that could be dealt horizontally, vertically or diagonally. The cards could be dealt so that they appeared to be parallel or they could be dealt so each had an arc that intersected at the end cards.

If one pair of hands were dealt, the player could exchange cards between each hand. In another embodiment, two pairs of hands could be dealt horizontally, each pair shared common end cards and each had three unique interior cards. For example, the first pair could be displayed in the lower portion of a video screen and the second pair of hands displayed on the video screen above the first pair of hands. In this embodiment, the player could exchange cards between each of the four hands.

Respectfully submitted,



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